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Avian Companions & Working Breeds

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Birds have long been the "eyes in the sky" for the Continent's most influential figures. From the message-bearing ravens of the Aedirnian courts to the massive, wind-hardy eagles of the Skellige crags, avian companions provide unparalleled scouting and communication utility. While a dog guards the door and a cat guards the grain, a well-trained bird ensures that no enemy approaches unseen.

Breed Name	Realm of Origin	Primary Function	Notable Characteristics
Aedirnian Messenger Raven	Aedirn	Communication	Highly intelligent and capable of vocal mimicry; bred for long-distance courier work.
Cidarian Sea-Hawk	Cidaris	Fishing / Scouting	Specializes in high-speed dives and spotting movement beneath the water's surface.
Kovirian Great Owl	Kovir & Poviss	Nocturnal Scouting	A massive, silent predator with thick white plumage, adapted for the freezing northern nights.
Mahakaman Grey Parrot	Originally Zerrikania; popularized in Mahakam and the Northern Kingdoms.	Communication / Distraction / Companionship.	Exceptional intelligence and a near-perfect ability to mimic human speech and environmental sounds.
Nilfgaardian Imperial Falcon	Nilfgaard	Hunting / Sport	A status symbol of the sun-banner nobility; incredibly fast and trained for precision kills.
Novigradian Canary	Novigrad	Hazard Detection	Small and sensitive; used by miners and sewer-workers to detect toxic gases or magical miasma.

Ofieri Sun-Vulture	Ofir	Scavenging / Tracking	Capable of soaring for days without rest; tracks the scent of decay across vast deserts.
Skellige Storm-Eagle	Skellige Isles	Warfare / Guarding	A juggernaut of the sky; strong enough to harass a harpy or knock a scout from a horse.
Temerian Kestrel	Temeria	Small Game Hunting	Agile and compact; a favorite of woodsmen for flushing out rabbits and pheasants.
Wyziman Songbird	Temeria (Vizima)	Companionship	Bred for their beautiful plumage and soothing melodies; favored by the urban upper class.
Zerrikanian Fire-Kite	Zerrikania	Signal / Scouting	Possesses striking red feathers; trained to drop incendiary signals or track heat signatures.

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Universal Avian Mechanics

Regardless of breed, all birds share the following baseline traits:

- **Keen Eyesight:** Birds gain a permanent +2 to Awareness checks involving sight. They can spot fine details (like a specific crest on a shield) from up to 500 meters away.
- **Flight:** Birds move at their full RUN speed in the air. While flying, they are difficult to hit with melee attacks (+2 to Dodge/Escape vs ground-based melee).
- **Homing Instinct:** If a bird has been kept at a specific "home" location for more than a month, it can find its way back to that location from anywhere on the Continent without a check.
- **Feral:** For the purposes of Awareness and Wilderness Survival, a bird’s instincts grant them an effective INT of 6 (or INT 7 for Ravens and Owls).
- **Vulnerabilities:** Beast Oil.
- **Loot:** Feathers (1d6), Beast Bones (1d6), Raw Meat (1d6/4).

Avian Base Statistics

Breed Archetype	HP	STA	SPD	RUN	BODY	REF	DEX	EMP	WILL	Claw/Bite Damage	Average Cost
Small Utility (Canary, Songbird)	5	10	8	24	1	6	8	5	4	1	30 Crowns
Courier/Messenger (Raven, Kestrel)	10	30	10	30	2	7	9	4	7	1d4	100 Crowns
Scout/Hunter (Falcon, Sea-Hawk)	12	25	12	36	2	9	10	3	6	1d6	180 Crowns
Heavy Predator (Eagle, Great Owl)	20	35	9	27	5	8	7	2	8	2d6	300+ Crowns

Aedirnian Messenger Raven

"A raven doesn't just carry a letter. If you're clever, it'll tell you exactly what the man who wrote it looked like when he sealed the wax."

- **Skill Bases:** Education +12, Awareness +10, Stealth +8, Deceit +10.
- **Unique Abilities**
    - **Vocal Mimicry:** The Raven can perfectly replicate short phrases (up to 10 words) in any language it hears frequently. It can be used to deliver verbal messages or distract guards.
    - **Note-Carrier:** Specifically trained to fly with small satchels. It suffers no SPD or STA penalties when carrying items up to 0.5kg.

Skellige Storm-Eagle

- **Skill Bases:** Melee +10, Brawling +10, Courage +12, Awareness +12, Athletics +11.
- **Unique Abilities**
    - **Gale-Rider:** Bred for the treacherous Skellige winds, this bird ignores all movement penalties and Awareness penalties caused by heavy wind or storms.
    - **Aerial Buffet:** As an action, the Eagle can dive at a humanoid target. The target must pass a **DC 16 Physique/Athletics** check or be knocked **Prone**.

Kovirian Great Owl

- **Skill Bases:** Stealth +15, Awareness +14, Wilderness Survival +10, Melee +9.
- **Unique Abilities**
    - **Silent Flight:** The Owl’s specialized feathers muffle all sound. It gains a +5 to Stealth checks while flying, and its approach cannot be heard by those with a WILL lower than the Owl's Stealth roll.
    - **Nocturnal Apex:** While in dim light or total darkness, the Owl gains a +2 to all combat rolls and Awareness checks.

Mahakaman Grey Parrot

"A well-trained parrot is more than a pet; it’s a distraction, a courier, and—if you’re not careful—the loudest witness to every crime you’ve ever committed."

Because a Parrot is considered a mix of Small Utility/Messenger type bird they have custom stats and price.

HP	STA	SPD	RUN	BODY	REF	DEX	EMP	WILL	Bite Damage	Average Cost
8	20	8	24	1	6	8	8	6	1	75 Crowns

Skill Bases

- **Education (Vocabulary):** +14
- **Charisma (Tricks/Mimicry):** +12
- **Deceit:** +10
- **Awareness:** +10
- **Dodge/Escape:** +8

Unique Breed Weapons & Abilities

- **Advanced Vocal Mimicry:** Unlike the Messenger Raven, the Mahakaman Grey can mimic complex sentences, specific voices, and non-vocal sounds (like the clicking of a crossbow or the whistling of a specific tune). It can be used to lure enemies into an ambush or deliver a message up to 30 words long.
- **Colorful Vocabulary (Distraction):** The bird can be trained to shout insults or startling profanities at a target. As an action, the bird can attempt a **Contested Charisma vs. Resist Coercion** check against a target within 10 meters. If the bird succeeds, the target is momentarily distracted, suffering a **-2 penalty** to their next action.
- **Dwarven Temperament:** These birds are surprisingly hardy and possess a stubborn streak. They gain a **+2 to Courage** checks and are less likely to flee from combat than other small birds, provided their master is nearby.
- **The "Loose Tongue" (Weakness):** Due to their high intelligence and talkative nature, these birds are a liability in stealth scenarios. If the party is attempting a Stealth check, the bird must pass a **DC 12 WILL** check to remain silent. On a failure, it squawks or repeats a random word, imposing a **-5 penalty** to the owner's Stealth check.

Witcher's Note

"If you're traveling with one of these, watch what you say around the campfire. I once knew a dwarven merchant who was nearly hanged in Vizima because his parrot wouldn't stop reciting the recipe for Fisstech he'd overheard three towns back. They’re smart, sure, but they have no sense of discretion."

Novigradian Canary

- **Skill Bases:** Awareness +14, Dodge/Escape +10, Stealth +10.
- **Unique Abilities**
    - **Miasma Sensitive:** The Canary will begin chirping frantically if it detects toxic gases, smoke, or magical "miasma" (like a Plague cloud or a Witcher's Dragon's Dream gas) within 20 meters.
    - **Small Target:** Because of its tiny frame, the Canary gains a +3 to Dodge/Escape against any attack from a Large or larger source.

Nilfgaardian Imperial Falcon

- **Skill Bases:** Melee +11, Awareness +15, Dodge/Escape +12, SPD +14.
- **Unique Abilities**
    - **Stoop Strike:** If the Falcon dives from at least 10 meters, its first attack deals an additional +1d6 damage and has a 50% chance to cause the **Blindness** condition for 1 round.
    - **Precision Retrieval:** Trained to retrieve specific items from the field. It can pick up a small object (like a key or a ring) while flying at full speed without needing a check.

Zerrikanian Fire-Kite

- **Skill Bases:** Awareness +14, Wilderness Survival +12, Courage +10.
- **Unique Abilities**
    - **Heat Tracking:** The Kite can "see" heat signatures. It ignores penalties to Awareness caused by fog, smoke, or light foliage if the target is warm-blooded.
    - **Pyre-Trained:** The bird is completely unafraid of fire. It can be trained to carry and drop small incendiary devices or burning rags to mark targets or start signals.

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